Fig.1

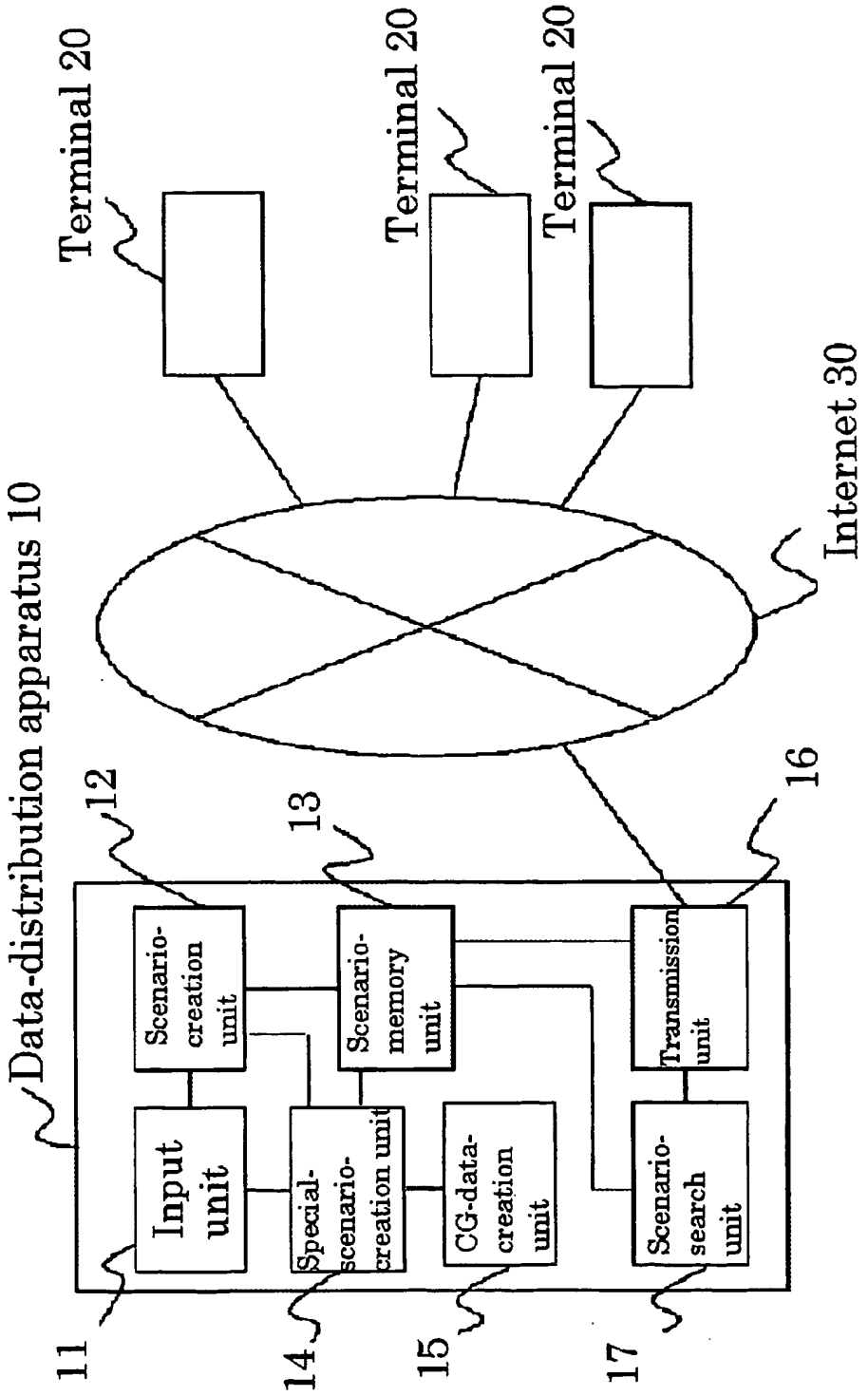

Terminal 20
Terminal 20
Terminal 20
Internet 30
Data-distribution apparatus 10
12
13
16
Scenario-creation unit
Scenario-memory unit
Transmission unit
Input unit
Special-scenario-creation unit
CG-data-creation unit
Scenario-search unit
11
14
15
17

Fig.2

Basic data	Game data	Team names
		Team records
		Place and time of game
	Player data	Player names
		Individual records
		Starting lineup

(a)

Pre-pitch data	Substitution data
	Check data
	Sign-exchange data
Pitch data	Pitch type data
	Course data
	Speed data
Results data	Swing data
	Swing results data
	Base-running data

(b)

Fig.3

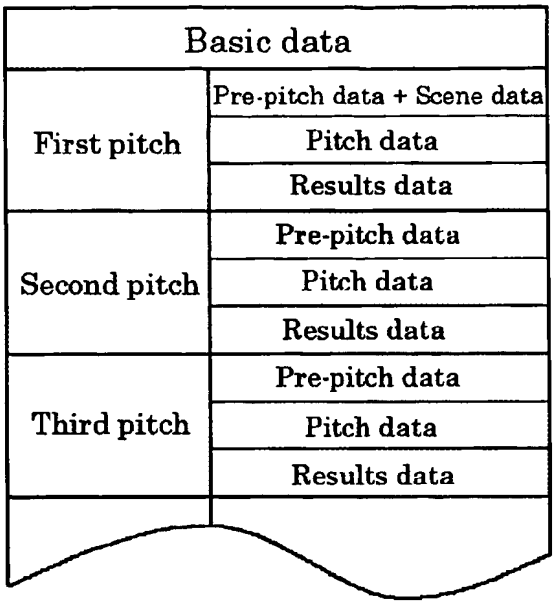

Basic data
First pitch
Pre-pitch data + Scene data
Pitch data
Results data
Second pitch
Pre-pitch data
Pitch data
Results data
Third pitch
Pre-pitch data
Pitch data
Results data

Fig.4

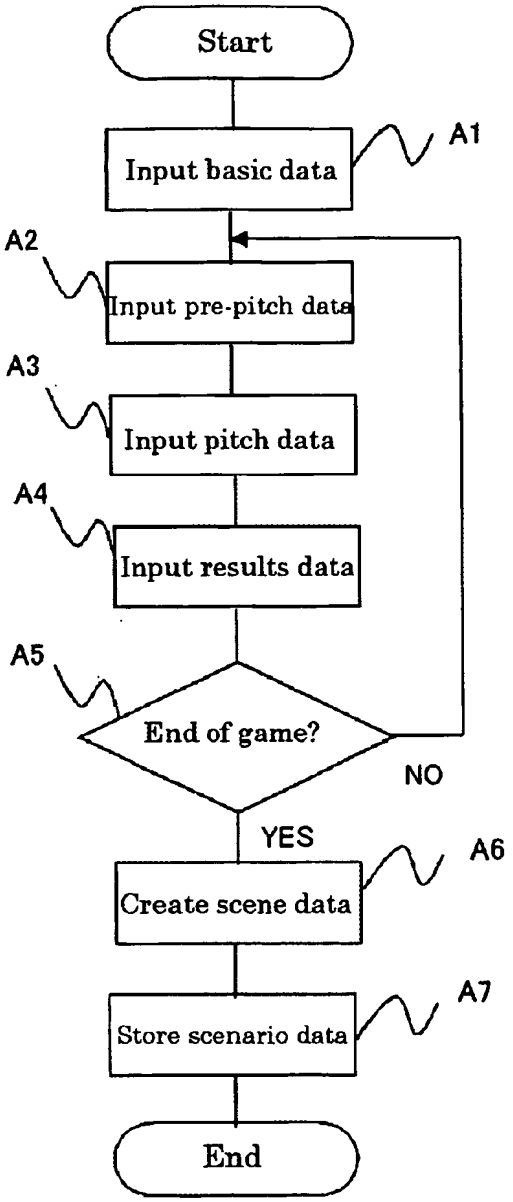

Start
Input basic data
A1
A2
Input pre-pitch data
A3
Input pitch data
A4
Input results data
A5
End of game?
NO
YES
A6
Create scene data
A7
Store scenario data
End

Fig.5

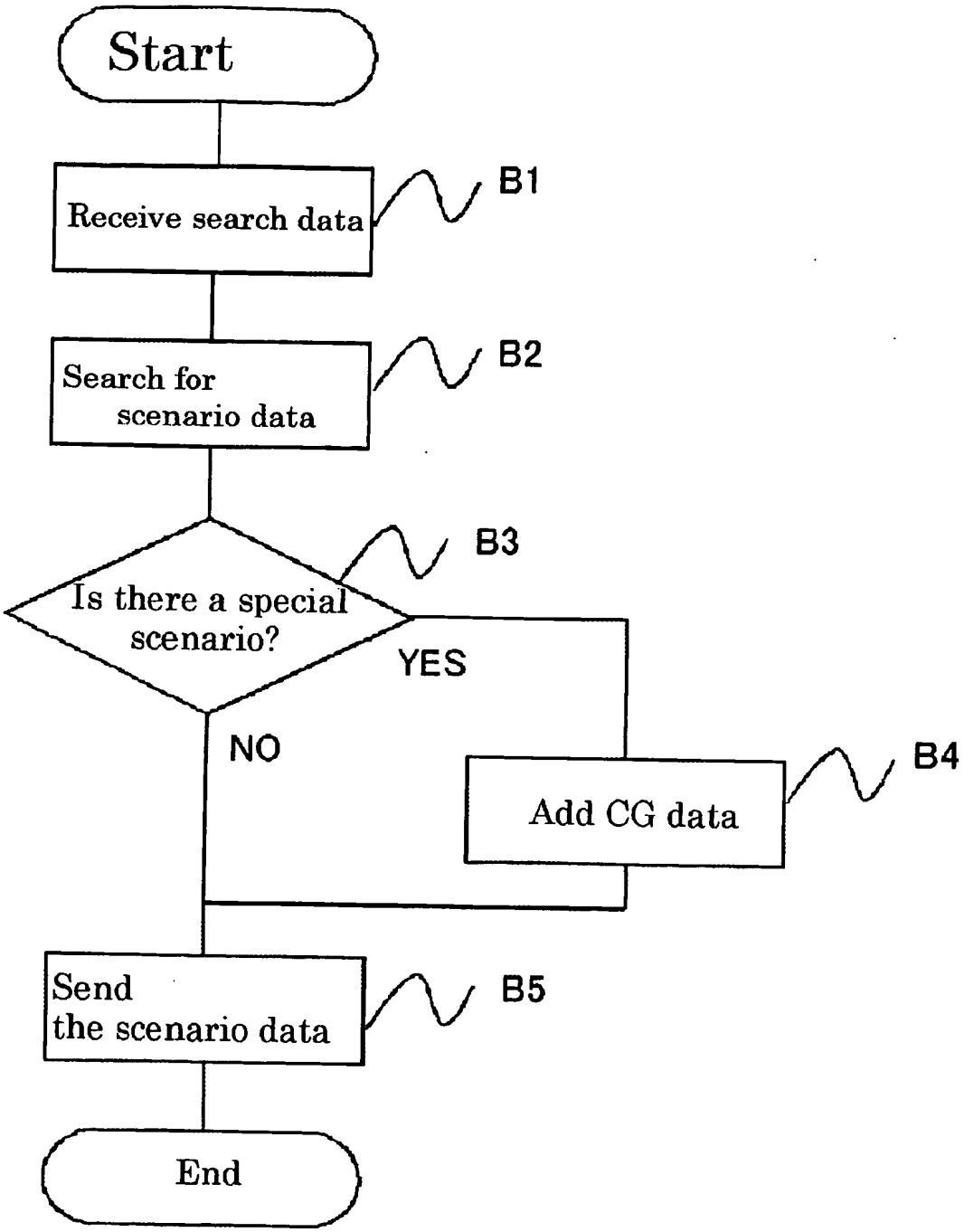

Start
Receive search data
B1
Search for scenario data
B2
Is there a special scenario?
B3
YES
NO
Add CG data
B4
Send the scenario data
B5
End

Fig.6

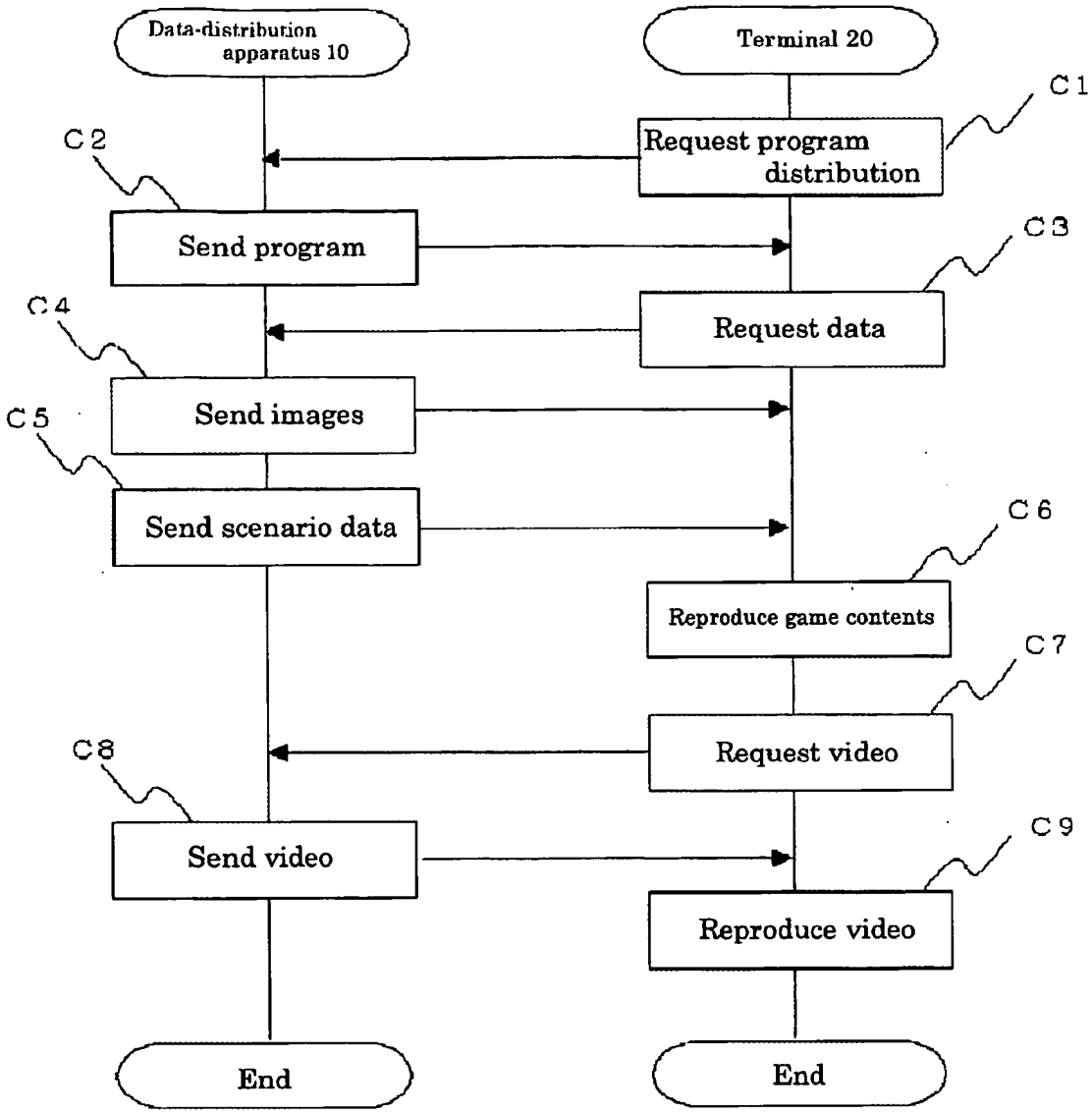
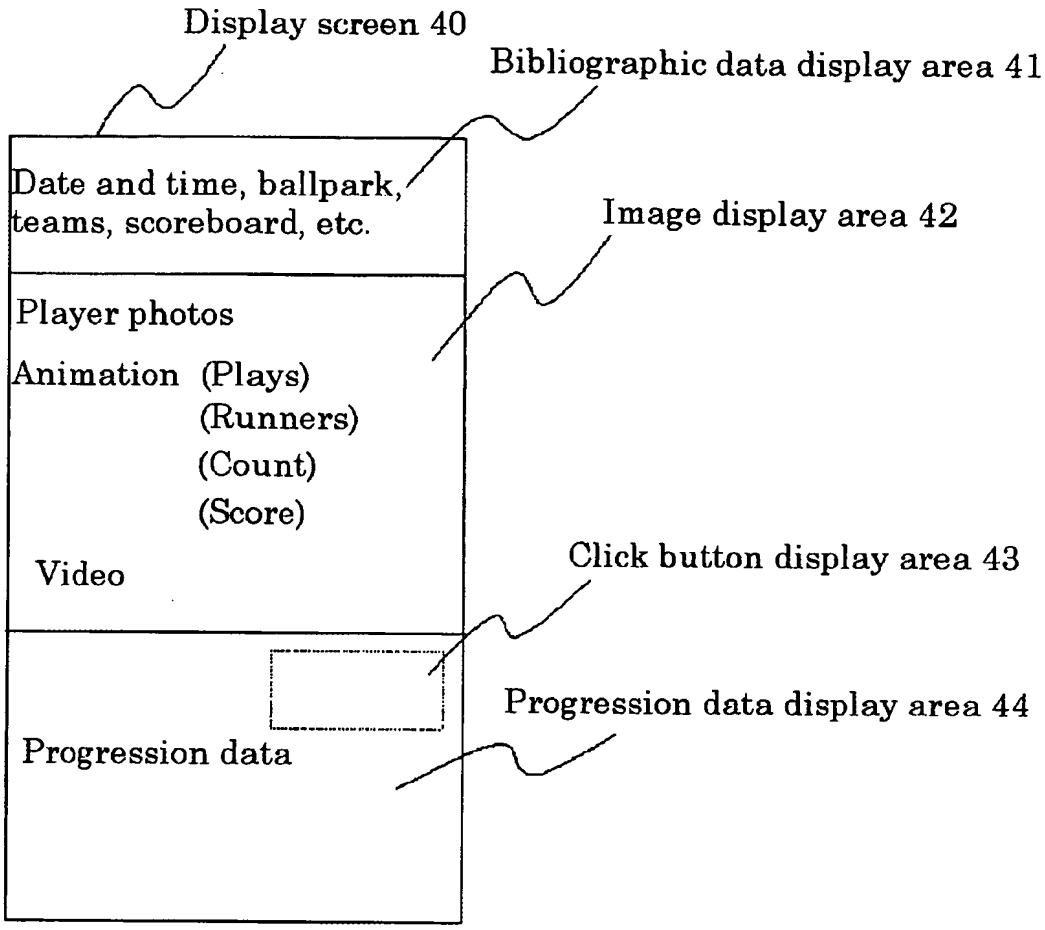

Data-distribution apparatus 10
Terminal 20
C1
Request program distribution
C2
Send program
C3
Request data
C4
Send images
C5
Send scenario data
C6
Reproduce game contents
C7
Request video
C8
Send video
C9
Reproduce video
End
End

Fig.7


Display screen 40
Bibliographic data display area 41
Date and time, ballpark, teams, scoreboard, etc.
Image display area 42
Player photos
Animation (Plays)
(Runners)
(Count)
(Score)
Video
Click button display area 43
Progression data display area 44
Progression data

Explanation of Code Numbers

10 Data-distribution apparatus

11 Input unit

12 Scenario-creation unit

13 Scenario-memory unit

14 Special-scenario-creation unit

15 CG-data-creation unit

16 Transmission unit

17 Scenario-search unit

20 Terminal

30 Internet

40 Display screen

41 Bibliographic data display area

42 Image display area

43 Click button display area

44 Progression data display area